

(12) PETTY PATENT
(19) AUSTRALIAN PATENT OFFICE

(11) Application No. AU 200011359 B3
(10) Patent No. 725571

(54) Title
Multiple simultaneous game gaming and wagering system

(51)⁶ International Patent Classification(s)
A63F 005/04 A63F 013/00

(21) Application No: 200011359 (22) Application Date: 2000.01.14

(43) Publication Date: 2000.10.12
(43) Publication Journal Date: 2000.10.12
(45) Granted Journal Date: 2000.10.12

(71) Applicant(s)
London Casino Supplies (Australia) Pty Ltd

(72) Inventor(s)
William Redshaw

(74) Agent/Attorney
WALLINGTON-DUMMER, PO Box 297, RYDALMERE NSW 1701

(56) Related Art
US 5707285
US 5540442
US 5934999

BEST AVAILABLE COPY

ABSTRACT

A method of wagering utilising secondary gaming instruments 23 in conjunction with primary gaming instruments 22 to distinguish betting on a primary game 11 from betting 5 on a secondary game 12; a player of the primary game 11 wagering on the primary game 11 on a primary game betting surface 16; a player of the secondary game 12 wagering on the secondary game 12 on the primary game betting surface 16.



AUSTRALIA
Patents Act 1990

P/00/012
Regulation 3.2

Original
Complete Specification
Petty Patent

Invention Title:

Multiple Simultaneous Game Gaming & Wagering System

3
2
1

The following statement is a full description of this invention, including the best method of performing known to me:

3
2
1

3
2
1

3
2
1

MULTIPLE SIMULTANEOUS GAME GAMING & WAGERING SYSTEM

The present invention relates to a gaming and wagering system and, more particularly, to such a system adapted to work in conjunction with and substantially simultaneously with existing systems in such a way as to provide additional winning opportunities for players thereby to enhance the playing experience.

BACKGROUND

10 Systems and apparatus which seek to augment a player's primary playing experience are known such as, for example, the system disclosed in US5707285 to Place et al. The system of Place involves allowing a player to place a side wager on a secondary game. The player is permitted to initiate and
15 play the secondary game if and only if and following a particular result first being obtained in a primary game. A problem with this arrangement is that permitting the playing of consecutive games in this fashion can upset the flow of the primary game, particularly for other participants who
20 choose not to place a side wager.

US5,540,442 to Orselli et al discloses a variation to a roulette game which provides "an additional betting opportunity" but does not provide a second or secondary game as such. A system of "side bets" is disclosed which relies

on an identical match between the result given by the roulette wheel and a separate random number generator. If the results are identical then a jackpot pay out is provided. If they are not the same then no jackpot pay out of any kind is provided. It can be argued that the variation of the traditional Roulette game disclosed in US5,540,442 merely complicates the game with a view to providing a jackpot pay out if and only if the roulette wheel result and the random number generator result are the same.

It is an object of the present invention to overcome or ameliorate one or more of the abovementioned disadvantages or at least provide a useful choice with a view to enhancing the playing experience.

BRIEF DESCRIPTION OF INVENTION

Accordingly, in one broad form of the invention there is provided a method of wagering on multiple games played substantially together, said method comprising:

- (a) A player placing a primary wager on a primary game having a primary game betting surface and having a winning original result and/or;
 - (b) Placing a secondary wager on a secondary game, having a winning secondary result, the results of which are dependent on either or both of the Winning Original Result or the Winning Secondary Result;
 - (c) Causing said primary game and said secondary game to be initiated substantially together;
 - (d) A player of said primary game wagering on said primary game on said primary game betting surface; a player of said secondary game wagering on said secondary game on said primary game betting surface;
- and wherein said winning secondary result is provided by a random number generator which generates random numbers electronically,



mechanically or by any other means, said method further including providing players with primary betting instruments and secondary betting instruments which distinguish between the playing of said primary game and said secondary game and wherein said betting instruments comprise respectively a primary game token and a secondary game token.

Preferably said method further includes the step of displaying the results of said primary game and said secondary game together on a single visual display.

10 In yet a further broad form of the invention there is provided a method of wagering on multiple games played substantially together, said method comprising:

- (a) A player placing a primary wager on a primary game having a winning original result and/or;
- 15 (b) Placing a secondary wager on a secondary game, having a winning secondary result, the results of which are dependent on either or both of the Winning Original Result or the Winning Secondary Result;
- (c) Causing said primary game and said secondary game to be initiated substantially together.

20

Preferably a prize from said secondary game is obtainable if and only if a player has placed a secondary wager.

Preferably a prize can be obtained based on the winning original result by placing a secondary wager.



Preferably said player can also place a tertiary wager on a tertiary game; the prize being dependent on the result of the primary game and/or on the result of the secondary game and/or the outcome of said tertiary game; said primary
5 game, said secondary game and said tertiary game being caused to be initiated substantially together.

Preferably said winning secondary result is generated by a secondary game result provider.

Preferably said secondary game result provider is a
10 random number generator which generates random numbers electronically, mechanically or by any other means.

Preferably said secondary game result provider comprises said primary game played according to another set of rules.

Preferably said secondary game result provider comprises
15 secondary gaming instruments.

Preferably said secondary game instrument comprises extra cards.

Preferably said secondary game instrument comprises dice.

20 Preferably said secondary game instrument comprises a roulette wheel.

Preferably said secondary game instrument comprises a modified roulette wheel.

Preferably said secondary game instrument comprises a gaming machine.

Preferably said secondary game instrument comprises a slot machine.

5 Preferably said secondary game instrument comprises a spinnable wheel.

Preferably said secondary game instrument comprises a second roulette ball.

Preferably said secondary game is played on the playing
10 surface of said primary game such as a roulette table surface, or blackjack table surface.

In yet a further broad form of the invention there is provided in combination, a secondary game result provider and a secondary game played in conjunction with a primary game;
15 said secondary game result provider providing a result which determines a result for said secondary game, the winnings from which are a function of at least one of the said primary game result or said secondary game result.

Preferably said winnings are a function of both said
20 primary game result and said secondary game result.

Preferably said combination further includes providing players with primary betting instruments and secondary betting instruments which distinguish between the playing of said primary game and said secondary game.

Preferably said betting instruments comprise a primary game token and a secondary game token.

Preferably said primary game token and/or said secondary game token comprises a chip, plaque or jeton.

5 Preferably said primary betting instruments are distinguished from said secondary betting instruments by shape.

10 Preferably said primary betting instruments are distinguished from said secondary betting instruments by indicia marked on said betting instruments.

Preferably said primary betting instruments are distinguished from said secondary betting instruments by one or more of colour, sound, illumination, material composition or weight.

15 Preferably said betting instruments are placed on a single playing surface, for example a roulette table surface or a blackjack table surface.

20 In a particular preferred form synchronizing means determines when said primary game achieves a result or is close to achieving a result, said synchronizing means providing a signal which causes a result to be determined for said secondary game.

In yet a further broad form of the invention there is provided a method of wagering in the environment of a primary

game where a player can place a primary wager by way of placement of a primary betting instrument on a primary game played on a primary game betting surface; said primary game producing a winning original result, said method comprising
5 the steps of:

- (a) Placing a secondary wager on a secondary game by wagering of a secondary betting instrument on the secondary game;
- (b) Causing said primary game and said at least
10 secondary game to be initiated substantially together.

Preferably said player obtains a said result if and only if the outcome of said primary game is said primary game result and the outcome of said at least secondary game is
15 said secondary game result.

Preferably said method further includes said player placing a tertiary wager on a tertiary game dependent on at least one of the results of said primary game and/or said secondary game and/or said tertiary game; said primary game,
20 said secondary game and said tertiary game all initiated substantially together.

Preferably said secondary game result is generated by a secondary game result provider, said tertiary game result is generated by a tertiary game result provider.

Preferably said method further includes providing players with primary betting instruments and secondary betting instruments which distinguish between the playing of said primary game and said secondary game.

5 Preferably said betting instruments comprise a primary game token and a secondary game token.

More preferably said primary game token and/or said secondary game token comprises a chip, plaque or jeton.

10 Preferably said primary betting instruments are distinguished from said secondary betting instruments by shape.

Preferably said primary betting instruments are distinguished from said secondary betting instruments by indicia marked on said betting instruments.

15 Preferably said primary betting instruments are distinguished from said secondary betting instruments by one or more of colour, sound, illumination, material composition or weight.

20 Preferably said betting instruments are placed on a single playing surface, for example a roulette table surface or a blackjack table surface.

Preferably said method further includes synchronizing means determines when said primary game achieves a result or is close to achieving a result, said synchronizing means

providing a signal which causes a result to be determined for said secondary game.

In yet a further broad form of the invention there is provided a results display for the simultaneous display of the results of a primary game and a secondary game and subsequent games played in the same set of games; said primary game and said secondary game and subsequent games in the set initiated substantially together and terminated substantially together; said display displaying the result of said primary game and the result of said secondary game substantially synchronized with each game of the game set.

Preferably said display also displays results of past sets of games.

15 BRIEF DESCRIPTION OF DRAWINGS

Embodiments of the present invention will now be described with reference to the accompanying drawings wherein:

Fig. 1 provides a block diagram of a gaming and wagering system according to a generalised embodiment of the invention;

Fig. 2A is a diagram of a first embodiment of the invention applied to the game of Roulette;

Fig. 2B illustrates the rules and manner of pay out on the game of Fig. 2A;

Fig. 3 is a second embodiment of the invention applied to Horse Racing betting;

- 5 Fig. 4A is a third embodiment of the invention applied as a further variation to the game of Roulette; and
Fig. 4B illustrates the rules and manner of pay out on the variation of Fig. 4A.

10 DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

With reference to Fig. 1, the following definitions apply in this specification:

- "Primary Game" 11 (PG) will typically be an established traditional game such as a Roulette game, a card game, a
15 horse race betting arrangement or the like.

A winning original result (WOR) is a result determined by the primary game (PG) in accordance with the usual operation and rules of that game.

- "Secondary Game" 12 (SG) is a game distinct from but
20 associatable with the primary game. The outcome of the secondary game is termed the "Winning Secondary Result" 14 (WSR).

The winning secondary result 14 is determined by a secondary game result provider 15 (SGRP). The secondary game

result provider 15 can be independent means such as, for example, a random number generator (RNG).

In alternative forms the secondary game result provider 15 can operate as part of the primary game 11 but in a manner 5 which allows players to clearly distinguish between the playing of the primary game and the secondary game. In one particular form the betting instruments utilised can be provided in two forms, the first form for the playing of the primary game and a second form for the playing of the 10 secondary game.

In another form, the playing instruments are the same, but their use for the primary game and secondary game is distinguished by different rules. In this case the playing of which of the games is distinguished by the use of 15 differing betting instruments.

In all instances the secondary game is clearly distinguishable by the players as a distinct game from the primary game even though the same type of or same playing instruments (e.g. cards) may be utilised for both games.

20 In the description which follows reference is made and examples are given for situations where there is one primary game and one secondary game. It is possible, in accordance with further embodiments of the invention, for there to be a third game (tertiary game) and so on which can be viewed as

having a similar relationship to the primary game as has the secondary game or, alternatively, can be viewed as having a relationship with the secondary game where the secondary game stands in the shoes of the primary game for the purposes of analysis and winning determination and so forth.

With reference to Fig. 1 there is shown a block diagram of a gaming and wagering system 10 in generalised form showing associations between a primary game 11 and a secondary game 12 in accordance with concepts of the invention.

The primary game 11 can be roulette or a card game or any game which, on termination, provides a winning original result 13.

The secondary game 12 produces a result (the winning secondary result 14 or WSR) dependant upon the output of a secondary game result provider 15. The secondary game result provider (SGRP) could be a random number generator (RNG), a card game, a second roulette ball operating in the bowl of the roulette wheel assembly of a primary roulette game or any other means of achieving a winning secondary result 14.

In use there will be an association between the primary game 11 and the secondary game 12 and both the primary game 11 and the secondary game 12 are caused to run simultaneously or substantially simultaneously both in terms of time of

initiating or commencement and time of termination or provision of a result.

Broadly the system 10 provides a method of gaming and wagering whereby at least a primary game and a distinct
5 secondary game are initiated and played substantially simultaneously.

The primary game will usually but not necessarily be an established traditional game or wager and will usually but
10 not necessarily be played in the traditional and established manner. The primary game will produce results called winning original results.

The secondary and subsequent games will be played simultaneously or substantially simultaneously with the primary game usually but not necessarily at the same location
15 which may be, for example a table, a racetrack etc. The secondary games produce a winning secondary result by way of a secondary game result provider.

The winning original results and/or the winning secondary results will provide payout prizes as determined
20 according to the type of games played.

A typical game sequence will comprise:

1 a player will usually but not necessarily place a primary wager on a primary game;

2 a player will usually but not necessarily place a secondary or subsequent wager;

3 to have a chance to win from the WOR of the primary game a player must have a wager on the primary game or the
5 secondary game;

4 to have a chance to win from the winning secondary results WSR of the secondary and subsequent games the player must have a wager on the secondary games;

5 In an alternative version to have a chance to win from
10 a combination of differing (i.e. not identical) results (WOR and WSR) from the primary and secondary and subsequent games the player will need to have a wager on each of primary and secondary and subsequent games. In a particular case in the event of identical results of the WOR and WSR special odds
15 may apply to the secondary wager;

6 the primary game, secondary and subsequent games are initiated substantially simultaneously;

7 in the primary game the dealer deals the cards or spins the roulette ball, or the horse jumps from the gate
20 etc;

8 in the secondary and subsequent games the secondary game result provider is activated either simultaneously with or before or after the primary game is activated;

9 the traditional game is played out the normal way;

10 the secondary and subsequent game winning secondary results is/are determined using a secondary game result provider either simultaneously with or before or after the primary game has concluded;

5 11 the primary game winners are paid as determined by the winning original results and the payout scheduled for the particular primary game;

12 the secondary and subsequent game winners are determined according to game type and rules.

10 With reference to Figs. 2, 3 and 4 examples of primary and secondary game combinations and rules for pay out in accordance with embodiments of the invention will now be described:

Example 1 - Roulette Variation 1

15 The PG is Roulette, played on a primary game betting surface 16 (PGBS). The secondary game (SG) has a secondary game betting surface 17 (SGBS) containing 37 numbers (0-36). However, dependent on game type the exact same PGBS 16 can also be utilised for the
20 secondary game betting surface 17. Alternatively the SGBS can be separate. In one form it can have any number of numbers, symbols or colours on the same betting surface as the primary game betting surface 16 or

alternatively on a separate betting surface. Betting

Examples:

- a. In this example the player chooses not to bet on the PG (he could have) but places a wager on the SG on number 5. The PG is initiated and the SG is initiated by starting the secondary game result provider 15 which in this case is a random number generator (RNG). The roulette ball drops into number 5 (WOR) on the PG. The SGRP device produces a WSR in this case the number 32 for the SG. The dealer places a win marker on both the WOR on the PGPS (5) and on the WSR on the SGPS (32). All bets from all players are either paid or collected on the PG as per the traditional roulette payout schedule. In this case the player has no interest in the PG because he did not participate. The dealer then pays and collects the SG. The player (or players) who bet on the number 5 (which is identical to the WOR) on the SG is paid (eg 25 to one). All other bets on the SG are lost and collected.
- b. The player bets on number 5 on the PG and number 5 on the SG. The WOR is 5 and the WSR is 5 (i.e. WOR and WSR are the same). The player is paid normally

on the PG as per the traditional payout schedule
and is paid 500 times his bet (for example) for the
wager on 5 on the SG (because in this case the WOR
and the WSR are identical thus allowing a greater
payout).

c. The player bets on number 5 on the PG. The player
also bets on number 32 on the SG. The PG and SG
games are initiated. The WOR of the PG is number
5. The WSR of the SG is 32. The player is paid

i. As per normal roulette rules of payout on the
PG wager;

ii. No prize for the SG.

d. The player bets on number 5 on the PG. He bets on
number 32 on the SG. The WOR for the PG is 9, the
player loses that bet. The WSR is 32. The player
loses the bet on the S.G.

Example 2 - Racetrack Betting

The PG is racetrack betting. The betting ticket
includes both the PG and SG. The player selects the number
of the horse from the PG and make his selection on the SG
from the numbers of horses in the race in this case 1-10.
The player places a wager amount on the PG and SG. The
amount wagered on the SG may be a fixed amount not determined

by the amount wagered on the PG or it may be an interrelated amount determined by the wager on the PG. This would be a choice of game type. The horses jump from the gates and the SGRP is set in motion. The race concludes with the winning
5 horse being the WOR and the SG concludes either before or after the PG and the WSR is determined. The player(s) that have both the WOR and the WRR (and have wagered on both) on the ticket in the respective PG and SG receive a prize. They will be paid on the WOR on the PG as per the published odds
10 plus they will receive a payment from the SG of some calculated multiple of the amount paid from the result of the wager on the WOR in the PG and/or a calculated multiple of the amount bet on the SG. This will be determined according to the game type.

15

Example 3 - Roulette - Variation 2 - with Secondary Betting Instruments

With reference to Figs. 4A and 4B there is illustrated an alternative variation of the game of Roulette wherein the
20 primary game and secondary game take place on the primary game playing surface 21 and wherein whether the player is playing the primary game or the secondary game is determined by the use of distinguishable betting instruments, e.g. tokens, in this case primary game betting instruments 22

which are round and distinguishable from secondary game betting instruments 23 which are square. In this instance the distinction between the primary game instruments and secondary game instruments is made on the basis of the shape of the betting instruments. In alternative embodiments it is envisaged that the distinction could be made on other bases such as, for example, material composition, colour or other indicia or combinations thereof. It is to be understood that any other method can be utilised (e.g. light emitting or sound emitting) which permits the user to readily distinguish, in use, between the primary and secondary instruments and hence between the playing of the primary and secondary games.

In use the variation of Roulette illustrated in Figs. 4A and 4B operates as follows:

A player (not shown) places a bet on the primary game by placing a round token being a primary game token 22 and being of the value \$2.00 on the number 6. In this instance the player also wishes to play the secondary game and therefore places a square token being a secondary game token 23, also of the value \$2.00 on the number 27.

The Croupier (not shown) then causes both the roulette wheel 24 to spin and the secondary game result provider in

the form in this case of random number generator 25 to operate.

In an alternative form, rather than a separate RNG, the roulette wheel can be modified so as to provide a WON and a WSR, thereby incorporating the SGRP into the roulette wheel assembly. For example a second ball can be utilised and the number troughs enlarged.

If, as illustrated in Figs. 4A and 4B, the ball of the roulette wheel lands on the number 6 (WOR) and the SGRP being the random number generator in this instance comes up with a winning secondary result (WSR) of 27 then the pay out, as indicated in the first line of the table at the base of Fig. 4A is \$20.00 which is to say a pay out of 10:1 together with a payout on the primary game of 36:1, being \$72.00 making a total of \$92.00

If, as indicated in the second line of the table at the base of Fig. 4A the player has bet 27 on the primary game and 6 on the secondary game then he would be paid \$20.00 as a result of the match of the secondary bet with the WOR.

If the player achieved a win only on the primary game as indicated in line 3 of the table at the base of Fig. 4A then the pay out would be 36:1 for the primary game and zero for the secondary game.

If the player had obtained a win only on the secondary game as indicated in line 4 of the table at the base of Fig. 4A then the pay out would have been \$20.00, which is to say a pay out of 10:1.

5 Line 5 of the table illustrates the situation where no primary bet is placed but a secondary bet is placed and the WOR and WSR are identical achieving a pay out of 500:1.

10 By way of summary with reference to the table at the base of 4A, example 1 of line 1 illustrates the case where the player bets on the primary game and wins on the primary game (obtaining a pay out of 36:1) and also bets on the secondary game and obtains a win on the secondary game (achieving a pay out of 10:1 as well).

15 Example 2 at line 2 illustrates the case where the bet on the primary game is lost but the bet on the secondary game achieves a match with the primary game result (WOR) achieving a pay out of 10:1.

20 Example 3 at line 3 illustrates the case where there is a win on the primary game achieving a pay out of 36:1 but no win at all on the secondary game.

 Example 4 at line 4 illustrates the case where there is a win on the secondary bet only achieving a pay out of 10:1.

Example 5 at line 5 illustrates the situation where no primary bet is placed but a secondary bet is placed and the WOR and WSR are identical achieving a pay out of 500:1.

Example 6 at line 6 illustrates the situation where an identical primary bet and secondary bet is placed and the WOR and WSR are identical. This will achieve a payout of 500:1 on the secondary bet and 36:1 on the primary bet making a total payout of \$1,072.00

In summary the rules of the game as illustrated in Figs.

10 4A and 4B are that:

i. Primary bets placed on the primary game utilising primary game tokens pay according to the rules of the primary game.

15 ii. Secondary bets placed utilising secondary game tokens achieve pay outs of 10:1 where there is an exact match against either the WOR or the WSR and a pay out of 500:1 where there is an exact match with both the WOR and the WSR.

20 In a further enhancement a synchronizing device 26 may be utilised to indicate to a control system (not shown) when a result has been obtained or is close to being obtained on the primary game, (in this case by the landing of ball 27 on the number 6,) for the purpose of allowing the control system to then signal to a secondary game result provider such as a

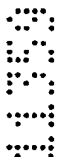
random number generator that it, also, should now provide a result so as to maintain substantial synchronization in the provision of results for both the primary and secondary games.

5 In this instance the synchronizing device 26 is a video camera 26 connected to data processing means 28 which includes recognition software (not shown) which determines the ceasing or substantial slowing of movement of the ball 27 relative to the roulette wheel 24. The data processing means
10 28 then sends a "provide result" signal to the random number generator 25.

In a further variation the recognition software within data processing means 28 may be utilised to recognise the result obtained by the roulette wheel 24, which in the
15 instance illustrated in Fig. 4A, is the number 6. The number "6" can then be displayed on a large display 29 which is connected to the data processing means 28 thereby to assist the players to more more easily view the primary game result. In combination the same display 29 is utilised to also
20 display the results of the secondary game, in this instance derived from the random number generator 25. The results of the SG are transmitted from the RNG to the data processing means 28 and thence to display 29.

If additional games beyond the secondary game are also being played such as, for example, a tertiary game, then the results of the tertiary game are similarly displayed on the same display 29. In this way the players are provided with a
5 record of the results of all of the games recently played at substantially the same time on the one display and an instantaneous record of the game set just completed.

The above examples describe only some embodiments of the invention and modifications, obvious to those skilled in the
10 art, can be made thereto without departing from the scope and spirit of the present invention.



The claims defining the invention are as follows:

1. A method of wagering on multiple games played substantially together, said method comprising:

- (a) A player placing a primary wager on a primary game having a primary game betting surface and having a winning original result and/or;
- (b) Placing a secondary wager on a secondary game, having a winning secondary result, the results of which are dependent on either or both of the Winning Original Result or the Winning Secondary Result;
- (c) Causing said primary game and said secondary game to be initiated substantially together;
- (d) A player of said primary game wagering on said primary game on said primary game betting surface; a player of said secondary game wagering on said secondary game on said primary game betting surface;

and wherein said winning secondary result is provided by a random number generator which generates random numbers electronically, mechanically or by any other means, said method further including providing players with primary betting instruments and secondary betting instruments which distinguish between the playing of said primary game and said secondary game and wherein said betting instruments comprise respectively a primary game token and a secondary game token.

2. The method of Claim 1 further including the step of displaying the results of said primary game and said secondary game together on a single visual display.



3. The method of Claim 1. or Claim 2 wherein said game is roulette.

London Casino Supplies (Australia) Pty Ltd
By its Patent Attorneys
WALLINGTON-DUMMER

Dated this 7th day of August 2000.



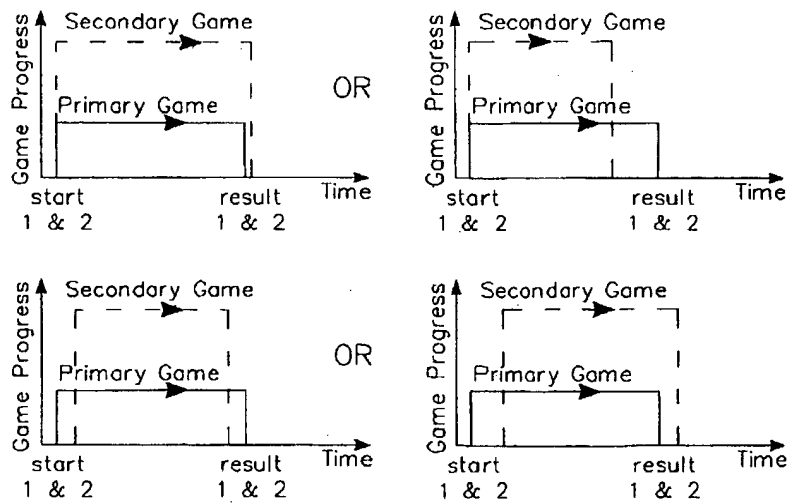
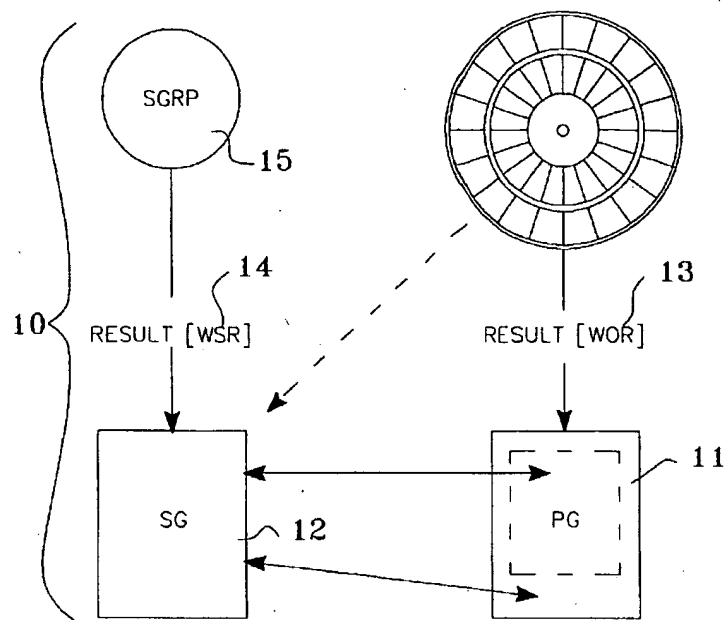
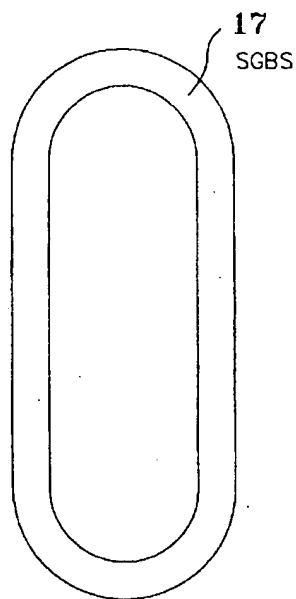
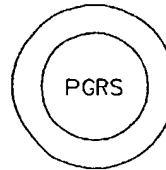
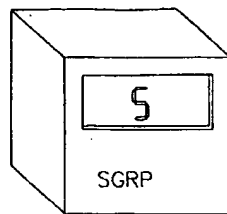




Fig. 1

3
6
7
8
9



PGBS		0		
1-18	1st Dozen	1	2	3
		4	5	6
Even		7	8	9
		10	11	12
	2nd Dozen	13	14	15
		16	17	18
		19	20	21
		22	23	24
Odd	3rd Dozen	25	26	27
		28	29	30
19-36		31	32	33
		34	35	36
		2-1	2-1	2-1

SECONDARY WAGER			PRIMARY WAGER		
Secondary Payout	SG	WSR	PG	WOR	Primary Payout
25:1	5	32	X	5	0
500:1	5	5	X	5	0
500:1	5	5	5	5	36:1
0	32	32	5	9	0

Fig. 2A



EXAMPLE ROULETTE VARIATION 1

Payouts for PG as for normal roulette

Version 1

Single Random Number Generated

Result	Probability	Price	Return (%)	Payout	Odds to 1
WOR	0.02629857	\$ 52.00	98.371	50.00	25.0
WOR+WSR	0.00073046	\$ 752.00	27.485	750.00	375.0

2.703%

95.836

Edge

4.164

Version 2

Two Random Numbers Generated

Result	Probability	Price	Return (%)	Payout	Odds to 1
WOR	0.02629857	\$ 52.00	98.371	50.00	25.0
WOR+WSR1	0.00073046	\$ 502.00	17.839	500.00	250.0
WOR+WSR1+WSR2	0.00001974	\$ 10,002.00	9.873	10,000.00	5,000.00

2.703%

96.083

Edge

3.917

Version 3

Three Random Numbers Generated

Result	Probability	Price	Return (%)	Payout	Odds to 1
WOR	0.02629857	\$ 27.00	35.500	25.00	12.5
WOR+WSR1	0.000710718	\$ 252.00	8.955	250.00	125.0
WOR+WSR1+WSR2	0.000016209	\$ 25,002.00	24.013	25,000.00	12,500.00
WOR+WSR1+WSR2+WSR3	0.000000534	\$ 1,000,002.00	28.6787	1,000,000.00	500,000.00

2.703%

95.147

Edge

4.853%

Game Mechanics

One flat bet per number per customer. (Using colour chips at table minimum)

Result for race track determined by Winning Original Result in combination with Random Numbers Generated.

WOR and WSRs must be the same number to win higher level prizes.

If WOR chosen on SG but same number not drawn as WSR then wins payout shown for WOR.

If WOR and WSR the same number then wins payout shown for that combination only.

WSRs must be in order with WOR. WOR+WSR means WOR plus first WSR.

Fig.2B

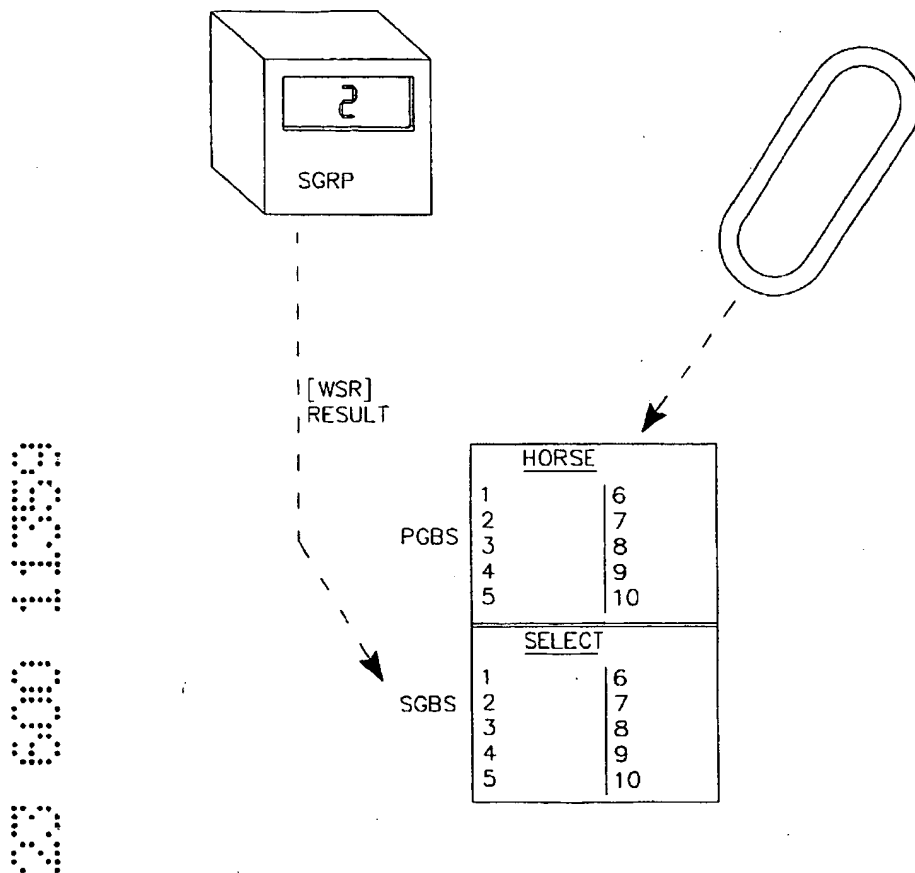
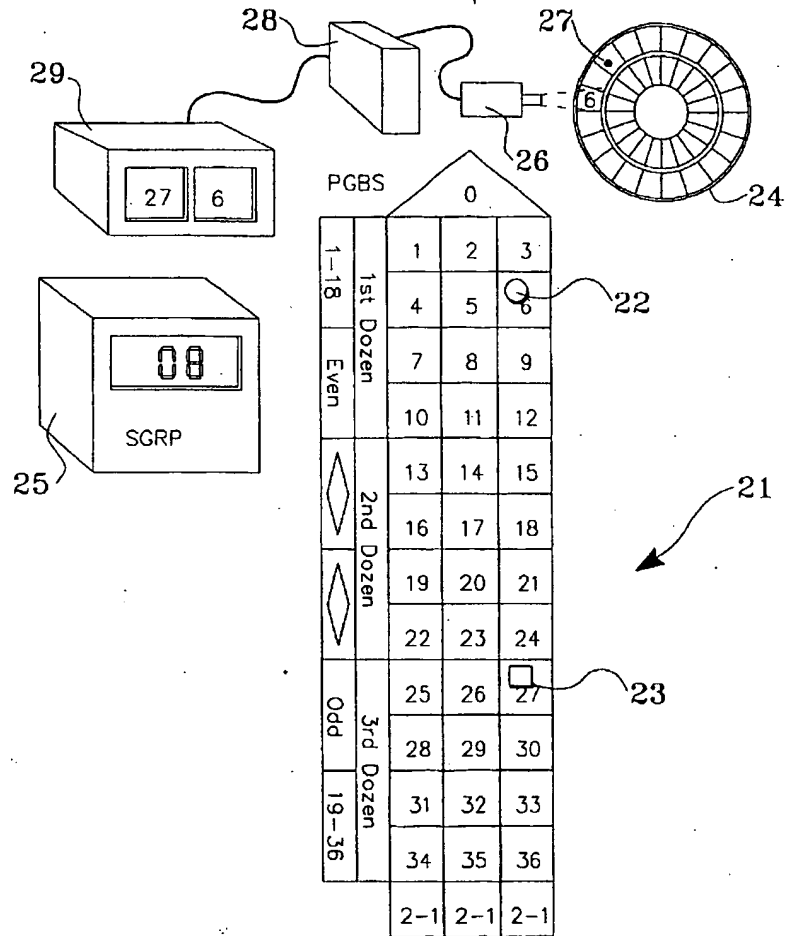


Fig. 3

601 100 0



For a \$2 bet on a game

	BET-PG	BET-SG	WOR	WSR	PAYOUT \$
Ex. 1	6	27	6	27	20+72=92
Ex. 2	27	6	6	27	20
Ex. 3	6	10	6	27	72
Ex. 4	10	27	6	27	20
Ex. 5	-	6	6	6	1,000
Ex. 6	6	6	6	6	1,072

Fig. 4A

00 000 1100

ROULETTE VARIATION 2
SECONDARY GAME PAYOUTS

Flat Bet \$2.00 same as table minimum

SINGLE RANDOM NUMBER GENERATED

Result	Probability	Prize	Return %	Payout	Odds to 1
WOR or WSR	0.05332359	\$ 22.00	58.656	\$ 20.00	10.0
Matching WOR+WSR	0.00073046	\$ 1,002.00	36.596	\$ 1,000.00	500.0
	5.405%		95.252		
		Edge	4.748		

Payouts for PG same as for normal Roulette

Game Mechanics

One flat bet per customer.
Result determined by Winning Original Number in combination with Random Number Generated. (WON + WRNs)
WON and WRNs must be the same number to win higher prizes

Fig. 4b

**This Page is Inserted by IFW Indexing and Scanning
Operations and is not part of the Official Record.**

BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

- ☐ **BLACK BORDERS**
- ☐ **IMAGE CUT OFF AT TOP, BOTTOM OR SIDES**
- ☐ **FADED TEXT OR DRAWING**
- ☒ **BLURRED OR ILLEGIBLE TEXT OR DRAWING**
- ☐ **SKEWED/SLANTED IMAGES**
- ☐ **COLOR OR BLACK AND WHITE PHOTOGRAPHS**
- ☐ **GRAY SCALE DOCUMENTS**
- ☒ **LINES OR MARKS ON ORIGINAL DOCUMENT**
- ☐ **REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY**
- ☐ **OTHER:** _____

IMAGES ARE BEST AVAILABLE COPY.

As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.